

## **REMARKS**

### **Specification Amendment**

The specification has been amended to eliminate the priority claim.

### **Claim Rejections**

Claims 1-4, 8 and 16-19 stand rejected under 35 USC 103(a) as unpatentable over U.S. Patent Publication No. 2002/0071557 (Nguyen) in view of Federal Information Processing Standards Publication 186 (FIPS).

Claims 5-7 and 20 stand rejected under 35 USC 103(a) as unpatentable over Nguyen in view of FIPS and further in view of U.S. Patent No. 5,885,158 (Torango et al.).

Claims 9-15 and 21-23 stand rejected under 35 U.S.C. 103(a) as unpatentable over Torango et al. in view of Nguyen and FIPS.

### **Claim Amendments**

The claims have been amended to patentably distinguish over the cited references.

### **The Cited Art**

Nguyen discloses a gaming system in which gaming machines securely communicate with devices over a public network such as the Internet. (Abstract). The gaming system includes methods for providing gaming licenses, data acquisition and other gaming transactions. (§0015). The system includes a method of sharing transaction data between a gaming machine and a remote server. The transaction data is encrypted and sent to the remote server. The transaction data includes accounting data, game usage data, game configuration data, software version data, etc. (§0016). The system also provides for sending a game license request message from a gaming machine to a remote server. A game license reply message from the remote server includes a game license, updating the license data on the gaming machine. (§0017). The system further provides for sending a gaming report request message from a gaming machine to a remote server, receiving a gaming report reply message from the remote server and when the gaming report reply message includes a gaming report, displaying the gaming report on a gaming machine. (§0019). The remote server may also generate a reply message indicating that an original message from a gaming machine was received. The reply message may include requested information. For instance, the remote server may request diagnostic data or a report of some type from the gaming machine. The data in the reply message may be encrypted. (§0062).

FIPS discloses signature generation and verification techniques using a secure hash algorithm.

Torango et al. discloses a progressive gaming system. A win event can be automatically generated by a win of a progressive game event at a gaming terminal. (Col. 15, lines 41-51). A cluster controller determines whether the identity of a gaming terminal is valid. (Col. 16, lines 1-15).

### **Applicants' Claimed Invention Would Not Have Been Obvious**

The cited references neither disclose nor suggest Applicants' claimed methods, as set out in amended independent claims 1, 9, 16, and 21. Additionally, the cited references do not disclose the two-message procedure of claims 7, 14, and 19 or the single, signed message procedure of claims 8 and 15.

Nguyen discloses a system for proving network security between a gaming machine and a remote server. Nguyen's system does not use a hashing function to digitally sign and verify a bonus or other type of command. Additionally, Nguyen does not disclose a system in which a bonus or other command originates at a master server. Rather, in Nguyen's system, messages are originated at the gaming machines.

Nguyen also does not disclose performing an action in response to a command if a digitally signed command at receiving node matches a digitally signed command from a transmitting node. Instead, in Nguyen, messages are simply encrypted and decrypted for security purposes. Any action performed is not predicated on verifying or authenticating the validity of the received message.

FIPS and Torango et al. do not cure these deficiencies of Nguyen. FIPS merely discloses techniques using a secure hash algorithm, and Torango et al. discloses a progressive gaming system in which the identity of a gaming machine is validated as part of the prize award process. The references do not disclose generating a command at a master server or slave server based upon an event at a gaming machine, transmitting a digitally signed command from a transmitting node at the master server or slave server to a receiving node, and performing an action in response to the command only if the digitally signed command at the receiving node matches the digitally signed command from the transmitting node.

Therefore, Applicants' claimed invention would not have been obvious in view of Nguyen, Torango et al or FIPS.

### **Information Disclosure Statement (IDS)**

Reference No. B11 on the initialed Form 1449 for the IDS of October 17, 2007 was crossed-out by the Examiner. We understand from a telephone conversation with the Examiner that Reference No. B11 should not have been crossed-out, as a copy of this reference was provided with this IDS. As such, we are submitting an IDS with this Amendment to again cite Reference No. B11. It is respectfully submitted that this reference be made of record.

### **Conclusion**

In view of the foregoing, it is respectfully submitted that all the claims are now in condition for allowance. Accordingly, allowance of the claims at the earliest possible date is requested.

If prosecution of this application can be assisted by telephone, the Examiner is requested to call Applicants' undersigned attorney at (510) 663-1100.

If any fees are due in connection with the filing of this amendment (including any fees due for an extension of time), such fees may be charged to Deposit Account No. 504480 (Order No. IGT1P306X1).

Dated: May 27, 2008

Respectfully submitted,  
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